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SET UP PROCEDURE FOR H.E.S. 4-IN-1 CARTRIDGE

1. Make sure the power switch on your control deck is **OFF.**
2. Insert game cartridge.
3. Turn the power switch ON and the title page will come on.
4. If title page does not come on or it flashes, switch your control deck **OFF,** remove cartridge and go back to SET UP PROCEDURES STAGE 2.

MENU SELECTION

IMPORTANT - Before selecting game, press reset on your Game System once.

1. Use up and down control pad to move arrow and select game of your choice.
2. Press start.

PRECAUTIONS

This is a state-of-the-art game cartridge with very sensitive electronic components inside. Please use the following cautions:

- Do not store in places that are very warm or very cold.
- Do not attempt to take it apart.
- Try not to either drop or hit the cartridge.
- Never insert fingers or metal objects into the open part of the cartridge. Also, do not attempt to clean with benzene, paint thinner, alcohol or other such solvents.
- Store the cartridge in its supplied case when not in use.
- Always make sure that your Game System is turned **OFF** when inserting or removing the Game Cartridge.
- If using an input device other than a Control Pad please read the appropriate instruction booklet prior to beginning this game for correct installation into your system.

ARCTIC ADVENTURE PENGUIN & SEAL — INSTRUCTIONS

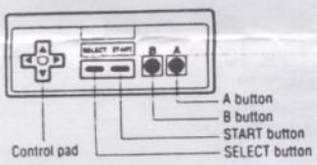
INTRODUCTION

Your mission is to collect the diamonds on each round. You must push all the diamonds into your igloo on time, to be allowed to enter the next round. There are a total of fifty rounds in the game. You have to play the game and the rules are as follows:

1. You will get 10 points, if you destroy a block of ice.
2. After you destroy a seal, you will get 100 points.
3. Each time you push a diamond into your igloo, you will get 200 points.
4. As your score reaches 5000, 10000, 20000, 30000, 40000, 60000, 80000, 100000, 200000 or 400000, then you will get an extra penguin.
5. You will start the game with 3 penguins. Once the first penguin loses his power you can continue the game with the remaining two.
6. The power will decrease fast, if the penguin is taking the diamonds.
7. If the diamonds are enclosed with the super ices, the game will be over.

CONTROLS FUNCTIONS

SET UP MODE



START BUTTON - Starts the game, also pauses the game.
SELECT BUTTON - Selects players mode. (One player, two players or construction).
A BUTTON - Will increase five rounds in total of the game.
B BUTTON - Will decrease five rounds in total of the game.

ONE PLAYER OR TWO PLAYERS MODE

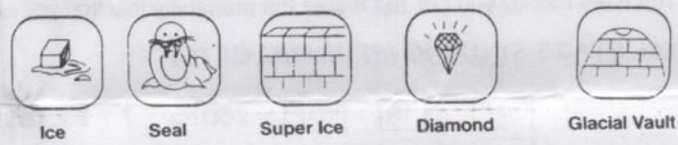
CONTROL PAD ARROW - Move the penguin up, down, left or right.
A BUTTON - Push the ice.
B BUTTON - Take down diamond/Put down diamond.

CONSTRUCTION MODE

If you select construction mode, this will allow you to construct the first round of your choice.

SELECT BUTTON - Select the ice, the rocks or the diamonds for construction.
A BUTTON - Set up.
B BUTTON - Cancel.
START BUTTON - Construction O.K.

OBJECTS



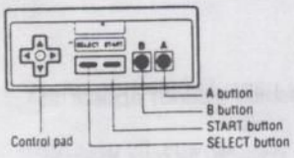
MATH QUIZ — INSTRUCTIONS

INTRODUCTION

Quiz your brain with over 200 mathematical exercises. This game will take you from the fundamental integral operation to mind boggling mathematical headaches. The Five Exercise Groups are as follows:

1. INTEGRAL.
2. FRACTION.
3. EQUATION WITH ONE UNKNOWN.
4. COMPOUND EXERCISE.
5. MATHEMATIC BLOCKS.

CONTROLS FUNCTIONS



CONTROL PAD
- Move cursor left.
- Move cursor right.
- Move cursor down.
- Move cursor up. (also used to select exercises).

SELECT BUTTON - Not used.
START BUTTON - Enter your answer.
A BUTTON - Selects chosen numbers.
B BUTTON - Select chosen numbers on exercises 1-4. Blows up blocks on exercise 5.

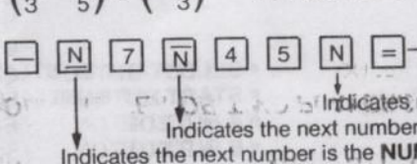
EXERCISE 1

This section contains 164 exercises. Each time you play, it will give you 20 of them at random. The answer must be made using **INTEGERS** or **DECIMAL FRACTIONS.** You are given 2 minutes for each exercise.

EXERCISE 2

This section contains 49 exercises. Each time you play, it will give you 20 of them at random. The answers must be made using **INTEGERS** or **VULGAR FRACTIONS.** For example:

$\left(\frac{2}{3} - \frac{1}{5}\right) \times \left(-\frac{1}{3}\right)$ = The right answer is $-\frac{7}{45}$



Select this symbol then press **A BUTTON** or **START** to enter your answer.
Indicates number completed.
Indicates the next number is the **DENOMINATOR.**
Indicates the next number is the **NUMERATOR.**

Note: You must print the numerator first then the denominator.

EXERCISES 3-4

Same as exercise 1.

In the above exercises 1-4, select the required numbers for your answer, using Control Pad and press **A BUTTON.** When you have finished selecting numbers, move cursor over [=] sign and enter by pressing **A BUTTON** or **START.**

EXERCISE 5

Select two blocks **(A BUTTON)** with numbers that have the requested total, then blow up blocks using **B BUTTON.** No two blocks adjoining can be blown up. Only border blocks can be erased. You move on to the next stage if no more than 6 blocks are remaining after time has elapsed.

IT IS A RACE AGAINST TIME, YOUR TIME LIMIT IS RELATIVE TO THE DIFFICULTY OF THE EXERCISE.

JACKPOT — INSTRUCTIONS

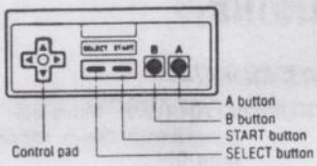
INTRODUCTION

Are you mad on the "pokies"? Now you can have all the fun of your local club in the comfort of your own lounge room. When you begin the game, you receive $1,000 worth of credits into your "kitty". The rest is up to you.

It's easy, place your bet and give it a spin. If you win, you can take your money and run or you can try and double your money by going into a guessing game against your computer.

Experience the thrill of beating your computer to reach the Jackpot. And for those losers amongst you, thank your lucky stars that you were smart enough to have invested in this game knowing that you can have endless hours of fun without losing your shirt.

CONTROL FUNCTIONS



CONTROL PAD

- **Up** - Double up.
- **Down** - Collect your win.
- **Right** - Guessing smaller number.
- **Left** - Guessing larger number.

START BUTTON - Shows pay dividends.
A BUTTON - Place bet.
B BUTTON - Spin (start)

LET'S PLAY

1. Press **"A BUTTON"** to place your bet. (You can place bets in eight directions).
2. Press **"B BUTTON"** and the machine starts to spin.
3. If you win some money, either press "↓" to save the money to your credit or "↑" to enter the card guessing game.
4. In the card guessing game, press "→" for a smaller number, or "←" for a larger number.
5. To stop guessing the number press "↓" and the money you win will be saved to your credit.
6. The game will return to the poker machine scene if you fail at guessing correctly. If you want to remain on the former bet just push **"B" BUTTON.**

HINTS

1. In the card guessing game, pay attention to the display of the former. It might affect the appearance of the following game, meaning the probabilty can be traced.
2. The more money you bet, the higher the probabilty that you get a Jackpot.

FINAL STAGE SCORING (SPINNING CATS)

BAR	BAR	BAR	x 200	7 7 7 x 100	3 3 x 20	[ ] [ ] [ ] x 50
BAR	BAR		x 50	3 3 3 x 100	7 x 5	
BAR			x 10	7 7 x 20	3 x 2	

Any number, but all the same.

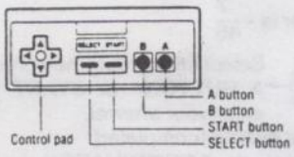
Note - If you press control pad to the right while the cats are spinning, you can stop the spin.

GALACTIC CRUSADER — INSTRUCTIONS

INTRODUCTION

The evil witch has taken control of the galaxy and is sending waves of strange creatures towards you. You must guide your spacecraft "Butterfly" through many levels of breathtaking action and destroy her base station.

CONTROL FUNCTIONS



- **CONTROL PAD ARROWS**
  - Butterfly up.
  - Butterfly down.
  - Butterfly right.
  - Butterfly left.
- **SELECT BUTTON** - Choose player one or two.
- **START BUTTON** - Starts game and pause.
- **A BUTTON** - Fire button.
- **B BUTTON** - Shield protector.

SPECIAL OBJECTS

ENERGY: You start with an energy level of 3. You lose one level every time you are hit. Energy capsules (round) appear at random, fly over them and restore your energy.

LIVES: You start with 3 lives. Random extra life capsules (small butterflies) can be found during your voyage, fly over them to gain extra lives.

WEAPONS: Different weapons may be picked up along the way by flying over them. These appear in different coloured oval shaped capsules.

SHIELDS: These shields fit in front or behind your spaceship and are excellent protection. For the shields to appear, you must blow up the magic crystals. This will release the engaging mechanism for the shield. Pick up the engaging mechanism first and then collect your shield.

HINTS: None, good luck!

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